

ABSTRACT OF THE DISCLOSURE

A graphic computing apparatus has a shape divider which generates a subpolygon mesh by dividing the unit shape of the surface of an object present in a  
5 three-dimensional space into a plurality of subpolygons arranged two-dimensionally and having an arbitrary size, a vertex processor which computes parameters required for drawing in units of pixels with respect to subpolygons for each vertex of the subpolygon mesh  
10 generated by the shape divider, a rendering processor for computing drawing data in units of pixels on the basis of the parameters computed by the vertex processor and picture data for texture mapping, and a frame memory which stores the drawing data as picture  
15 data, and at least data for texture mapping required for the rendering processor to compute the drawing data.